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NEW

PASSWORD^{T.M.}



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PASSWORD

PASSWORD, the home version of the popular CBS network game, will provide many hours of stimulating entertainment. The word lists were selected by the creators of the T.V. Game, "GOODSON-TODMAN PRODUCTIONS".

The OBJECT of the game is to score points by guessing the correct "PASSWORD" from one word CLUES given by a partner.

EQUIPMENT USED IN THE GAME

1. **PASSWORD CARDS** — "A" cards and "B" cards contain DIFFERENT WORDS. Each card has two sets of five words on both sides. [The ★ means reverse side]. The words, in BLUE, are HIDDEN by an overprint of "password" in RED. The CARD HOLDER will reveal the words, one at a time.
2. **Leatherette CARD HOLDERS** — the TOP of a PASSWORD card is slid into the BOTTOM opening of the HOLDER and pushed up, as shown by arrows, until word No. 1 is revealed in the RED WINDOW. "A" players use "A" words, "B" players use "B" list.
3. A **SCORING DIAL** is used to keep the point value of each Password throughout the game.
4. The **SCORE PAD** is for keeping score and also contains rules for clues.

RULES FOR PARTNER PLAY — 4 players. Home version differs from T. V. no M. C. required. The partner teams are composed of one "A" player and one "B" player. The A's (two) sit side-by-side facing their "B" partners. A's use ONE HOLDER between them and B's use other holder. The "A" word list is seen only by the A's; the "B" words only by the B's. The A and B players alternate as GIVERS and RECEIVERS of the CLUE Words.

1. "A" players start as GIVERS of CLUES for Password No. 1 on the "A" word list. Both "A" players look at the same Password in their CARD HOLDER.

2. The starting "A" player takes the SCORING DIAL and places the pointer at 10. He then gives ONE CLUE WORD to his "B" partner.

3. REFER to the "RULES FOR CLUES" printed on the back of the SCORE PAD.

4. If the "B" player does not guess the correct Password after the first CLUE, the pointer on the scoring dial is moved to 9 and given to the opposing "A" player who gives ONE CLUE WORD to his "B" partner. As long as the correct Password is not guessed, the turns continue, alternating between teams with "A" players giving CLUES to the "B" players. EACH TIME a CLUE is given, the pointer on the dial is moved to the next lower number.

5. When a "B" player guesses the correct Password, he scores the point value as shown on the scoring dial. For example, if three clue words had been given, the point value for that Password is 8.

6. If the Password has not been guessed after 10 CLUES (5 given by each player) — neither "B" Player scores for that word.

7. After Password No. 1 has been guessed (or missed), the "B" players, using word No. 1 on their "B" word list GIVES CLUES to the "A" players. Teams alternate in giving the first clue, following rules 2 through 6 above.

8. The game continues with "A" players using their word No. 2, GIVING CLUES, then "B" players using their word No. 2 and so on. Word No. 6, marked with an asterisk (*), counts for DOUBLE POINT VALUE. For example, if the pointer is at 7 when Password No. 5 is guessed, the score for that word is 14.

9. Scoring — after each Password is correctly guessed, the point value, as shown on the dial, is recorded on the Score Pad. The player who guessed the Password scores the points, while his opponent scores zero (0) for that word.

SEE EXAMPLE OF SCORING A GAME in the SCORE PAD.

10. The Game is ENDED when word No. 5 on the "B" list is completed. Add the point scores of "A" and "B" players of each team to find the total TEAM SCORES.

THE PARTNERS WITH THE HIGHER TEAM SCORE ARE THE WINNERS.

GAME FOR THREE PLAYERS — A Variation of the Standard 4 player game

In this game, ONE player GIVES CLUES to TWO PLAYERS who compete in guessing the CORRECT PASSWORD. The same rules for clues and scoring as in the standard 4 player game are used.

1. The GIVING player, using any word list, gives ONE CLUE to both RECEIVING players AT THE SAME TIME.
2. The RECEIVERS may make ONE GUESS for each clue given. If desired, a receiving player may PASS, and not give a response.
3. As soon as each guess has been made, the GIVING player indicates whether it is the correct Password. The player to respond FIRST with the correct Password, receives the point score for the word. If both players respond with the correct Password simultaneously, both receive the point score.
4. A game consists of 5 Passwords, the fifth word scoring DOUBLE.

THE WINNER IS THE PLAYER WITH THE HIGHER SCORE.

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